EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	58	703/6.ccls. and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:44
L4	64	345/473.ccls. and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:47
L5	33	animation same (smoke or gas or fluid or fog) and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:49
L7	10	simulation same (smoke or gas or fluid or fog) and advect$4 and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:50

Google Scholar ⊙ BETA

advect animation 2D 3D | 1950 - 2003 | Search | Ad Sc Sc

Scholar   All articles - Recent articles Results **1 - 10** of about **67** for **advect animation** 2D **3D**. (0.42 s

All Results

N Max

B Jobard

·G Erlebacher

R Crawfis

D Weiskopf

Visualizing 3D velocity fields near contour surfaces - all 11 versions »
N Max, R Crawfis, C Grant - Visualization, 1994., Visualization'94, Proceedings., IEEE ...,
1994 - ieeexplore.ieee.org
... We continue to **advect** the parti- cle until it ... 6.. In conclusion, the uniformly spaced,
animated parti- cle ... an effective means of visualizing a **2D** vector field ...
Cited by 52 - Related Articles - Web Search

Hardware-Accelerated Visualization of Time-Varying 2D and 3D Vector Fields by Texture Advection via ... - all 8 versions »
D Weiskopf, M Hopf, T Ertl - Proc. VMV, 2001 - cs.sfu.ca
Page 1. Hardware-Accelerated Visualization of Time-Varying **2D** and **3D** Vector Fields
by Texture Advection via Programmable Per-Pixel Operations ...
Cited by 47 - Related Articles - View as HTML - Web Search

Flow visualization using moving textures - all 5 versions »
N Max, B Becker - Proceedings of the ICASW/LaRC Symposium on Visualizing Time- ...,
1995 - llnl.gov
... We present a method for visualizing **2D** and **3D** flows by ... table **animation** of [1] was
an example of this technique ... More recently, van Wijk [2] has proposed **advect**- ...
Cited by 60 - Related Articles - View as HTML - Web Search - BL Direct

Advecting Procedural Textures for 2D Flow Animation - all 5 versions »
D Kao, A Pang - Computer Graphics and Applications, 2001. Proceedings. Ninth ..., 2001 -
doi.ieeecomputersociety.org
Advecting Procedural Textures for **2D** Flow **Animation** ... procedural textures for visualizing
steady state **2D** flow fields ... We use the flow field to **advect** and animate ...
Related Articles - Web Search

[BOOK] Visualizing vector fields using line integral convolution and dye advection - all 8 versions »
HW Shen, CR Johnson, KL Ma - 1996 - IEEE Press Piscataway, NJ, USA
... dyes" of various colors into the **2D/3D** LIC flow ... that the concentration of the dye
can **advect** along the ... to create flow motion in the **animation** sequence, we ...
Cited by 66 - Related Articles - Web Search - Library Search

Visualizing 3D flow - all 5 versions »
V Interrante, C Grosch - Computer Graphics and Applications, IEEE, 1998 -
ieeexplore.ieee.org
... of distributed points 4 —taking care to **advect** the "empty ... shaped filter kernel and
a sparse **2D** input tex ... Computer **Animation** 97, IEEE CS Press, Los Alamitos ...
Cited by 51 - Related Articles - Web Search - BL Direct

Hardware-accelerated texture advection for unsteady flow visualization - all 7 versions »
B Jobard, G Erlebacher, MY Hussaini - Proceedings of the conference on Visualization'00,
2000 - portal.acm.org
... The basic idea is to **advect** a texture along the ... in a single frame, they are visualized

Google Scholar BETA

advect animation | 1950 | - | 2003 | Search | Ad Sc Sc

Scholar **All articles** - **Recent articles** Results **1 - 10** of about **106** for **advect animation**. (0.24 seconc

All Results

J Stam

R Fedkiw

L Forssell

H Jensen

H Shen

... convolution for flow visualization: curvilinear grids, variable-speed animation, and unsteady flows - all 8 versions »
LK Forssell, SD Cohen - IEEE Transactions on Visualization and Computer Graphics, 1995 - doi.ieeecs.org
... and Max, Crawfis, and Williams [17] have implemented systems which **advect** clouds, smoke ... In the original work on LIC, a technique for **animation** of vector field ...
Cited by 87 - Related Articles - Web Search

Stable fluids - all 43 versions »
J Stam - Proceedings of the 26th annual conference on Computer ..., 1999 - portal.acm.org
... flow. To further increase the complexity of our **animations** we **advect** texture
co- ordinates along with the density [13]. In this ...
Cited by 388 - Related Articles - Web Search

Volcanic smoke animation using cml - all 3 versions »
R Mizuno, Y Dobashi, T Nishita - Proc. of International Computer Symposium 2002, 2002 - nis-lab.is.su-tokyo.ac.jp
... and cannot be applied to the volcanic smoke **animation** directly. ... by iterating the
following sequential processes: Add force → **Advect** → Project → Decrease. ...
Cited by 3 - Related Articles - View as HTML - Web Search

Computational fluid dynamics in a traditional animation environment - all 4 versions »
P Witting - Proceedings of the 26th annual conference on Computer ..., 1999 - portal.acm.org
... buoyancy terms, or can come from other sources, such as images and **animations**. ...
additional equations, for things such as pas- sive scalars which **advect** with the ...
Cited by 51 - Related Articles - Web Search

Advecting Procedural Textures for 2D Flow Animation - all 5 versions »
D Kao, A Pang - Computer Graphics and Applications, 2001. Proceedings. Ninth ..., 2001 - doi.ieeecomputersociety.org
... be the total number of time steps in the **animation**, then for each time step $\varnothing$,
where $\frac{1}{4}$ $\dot{O}$, **advect** every pixel backward from time $\varnothing$ to $\varnothing$ $\frac{1}{4}$ and save the ...
Related Articles - Web Search

Method of producing fluid-like animations using a rapid and stable solver for the Navier-Stokes ... - all 3 versions »
J Stam, D Brinsmead... - US Patent 6,266,071, 2001 - Google Patents
... as the simulation continues, the new values are provided to the Tenderer module
for production of successive **animation** frames (step ... **advect** diffus = ^> w 2 (x) ...
Cited by 4 - Related Articles - Web Search

Simulation and Animation of Fire and Other Natural Phenomena in the Visual Effects Industry - all 5 versions »
D Nguyen, D Enright, R Fedkiw - Western States Section, Combustion Institute, Fall Meeting, ..., 2003 - graphics.stanford.edu
... Page 13. Simulation and **Animation** of Fire 13 Fig. 9. A flammable ball passes through